

STRIPS • TIPS • NEWS • REVIEWS • AND MORE!

Sonic the comic



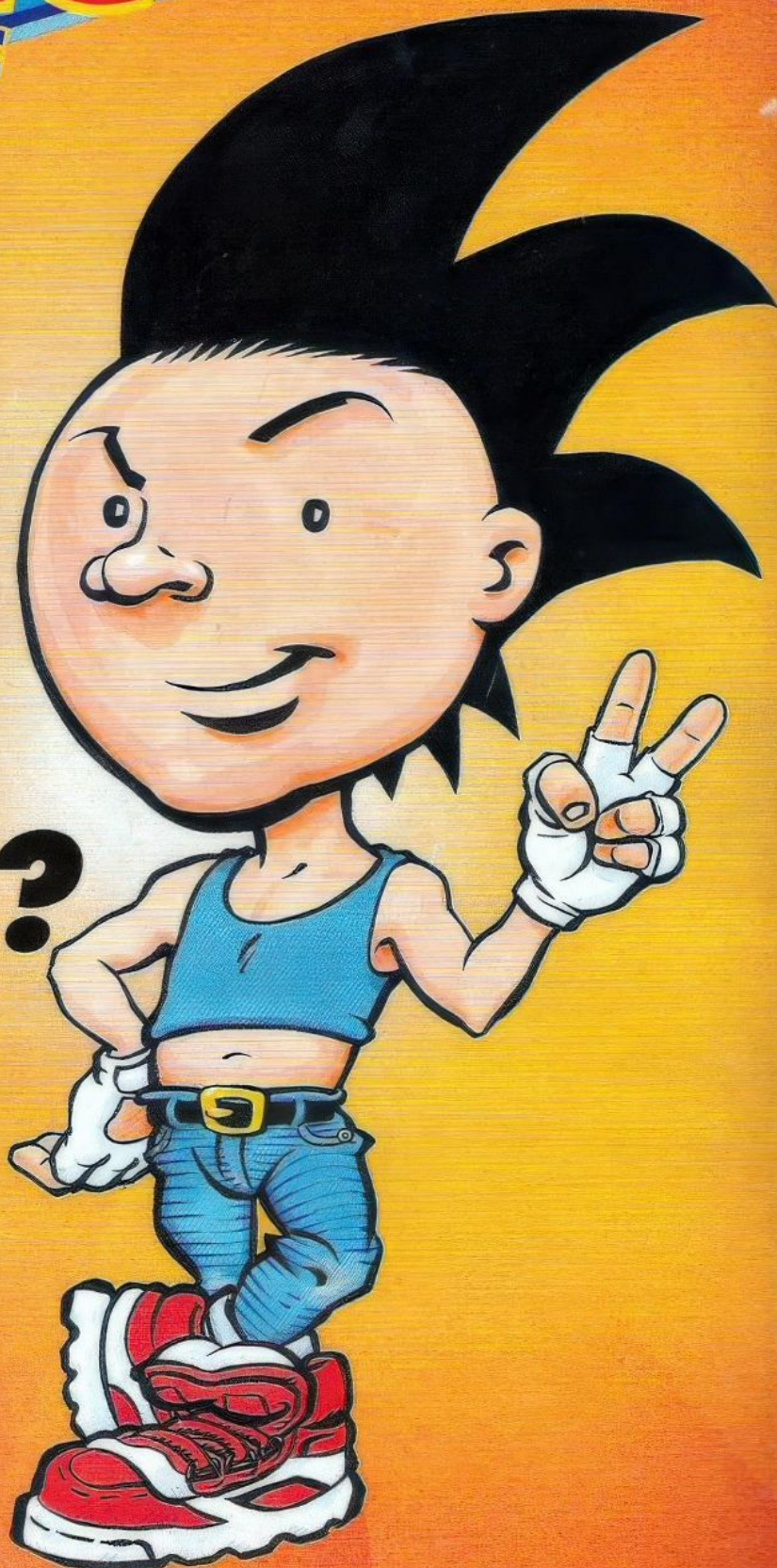
starring

SONIC
THE HEDGEHOG

**WOULD
YOU
BELIEVE...**

**SONIC
THE
HUMAN?**

**THE
STRANGEST
SONIC STORY
EVER TOLD!**



CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

Welcome to 1994! I hope you had a great Christmas and a fab New Year. How many of you are proud owners of shiny new Sega consoles and games? More than a few, I imagine. Why not write in and tell me about them and I'll put the best letters in Speedlines.

A whole new year of STC lies ahead - with a ton of mega surprises to come. Here's the first:

In two issue's time (STC 19) we begin a new series based around a brand new game - **The Eternal Champions**! Meet the Champions, heroes from the past, present and future in an action-packed new comic strip that'll fuse your thrill-circuits! Stay tuned for more details about this mega-exciting event!

Meanwhile, in this issue you'll find the strangest Sonic story yet - **'Sonic The Human'**! Let us know what you think of it. Sonic's partner Tails wraps up his first solo adventure in **The Nameless Zone**, but don't worry, Tails fans, a new story starts next issue.

In case you were wondering... yes, I have made a New Years' Resolution. It's to be more pleasant to the humes-who-think-they're-in-charge around here. Any bets on how long I'll keep that one, Boomers?

Megadroid



Sonic the Hedgehog - the biggest star of the F&E! This huge inflatable, measuring approximately 20 metres high, could be seen from virtually any part of the show.



SEGA GOES ON SHOW

STC was at the second Future Entertainment Show last November - hope you were too, especially the 20 STC Boomers who received free tickets from STC. We had a great time.

Also there (who could fail to miss their gigantic stand?) was Sega with all three of their buses, Damon Hill's F1 race car, plus the three new Sonic games.

Speaking of Sonic, the show featured him in an unmissable huge form, floating above the exhibition floor? It just about dominated the whole show!



Just one of Sega's three bus fleets occupying a corner of the Sega stand. The other two were 'upped away' as another part of Olympic's Grand Plan. All three buses were full of potential Sega Champions, battling away at several top Sega games.



The Sega stand was the best chance for many to try their hands at Sonic Spinball and Sonic Chaos. Needless to say, there was enormous interest.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover new new entry re-entry

MEGA DRIVE

- 1 — STREETFIGHTER 2 CHAMP ED.
- 2 — ALADDIN
- 3 — MORTAL KOMBAT
- 4 — F1
- 5 — MICKEY & DONALD
- 6 — SONIC THE HEDGEHOG 2
- 7 — ROAD RASH 2
- 8 — MICRO MACHINES
- 9 — JUNGLE STRIKE
- 10 — JOHN MADDEN FOOTBALL '94

MEGA CD

- 1 — SEWER SHARK
- 2 — NIGHT TRAP
- 3 — ECCO THE DOLPHIN
- 4 — FINAL FIGHT
- 5 — BATMAN RETURNS
- 6 — AFTERBURNER 3
- 7 — JAGUAR XJ220
- 8 — ROAD AVENGER
- 9 — INXS - MAKE MY VIDEO
- 10 — SHERLOCK HOLMES

MASTER SYSTEM

- 1 — MORTAL KOMBAT
- 2 — TAZ-MANIA
- 3 — SONIC THE HEDGEHOG 2
- 4 — MICKEY MOUSE 2
- 5 — CHAMPIONS OF EUROPE
- 6 — LEMMINGS
- 7 — SPEEDBALL 2/TERMINATOR
- 8 — D.DUCK/NEW ZEALAND STORY
- 9 — SONIC THE HEDGEHOG
- 10 — STREETS OF RAGE

GAME GEAR

- 1 — MORTAL KOMBAT
- 2 — ECCO THE DOLPHIN
- 3 — SONIC THE HEDGEHOG 2
- 4 — TALESPIR/DONALD DUCK
- 5 — JURASSIC PARK
- 6 — LEMMINGS
- 7 — G-LOC
- 8 — MICKEY MOUSE 2
- 9 — OLYMPIC GOLD
- 10 — INDIANA JONES 3

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PENGUIN ELSPA CHARTS
GALLUP



HELP!
SAVE ME,
SONIC!

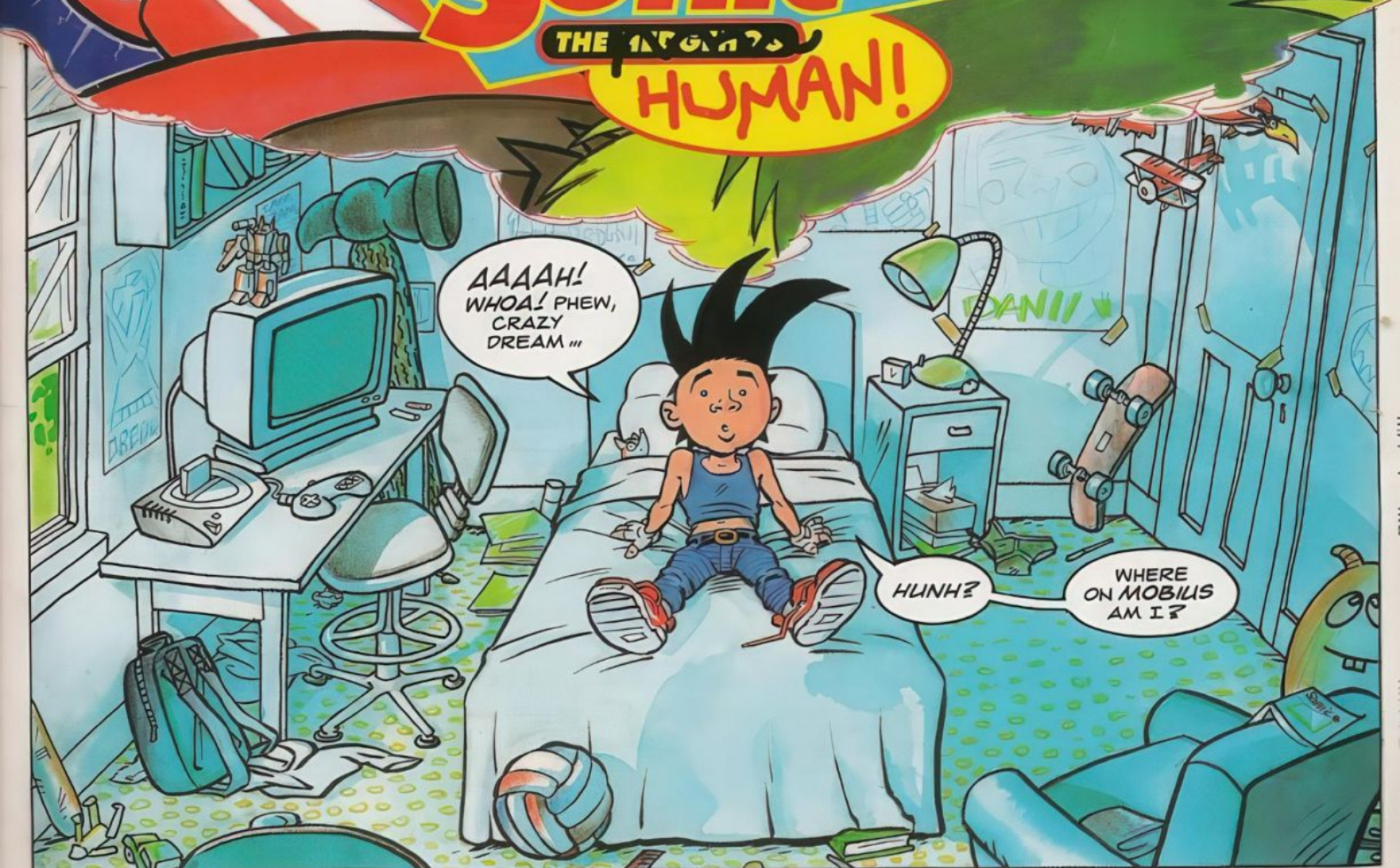
HA HA HA!

TAILS!
CURSE YOU
ROBOTNIK!

Sonic

THE HEDGEHOG

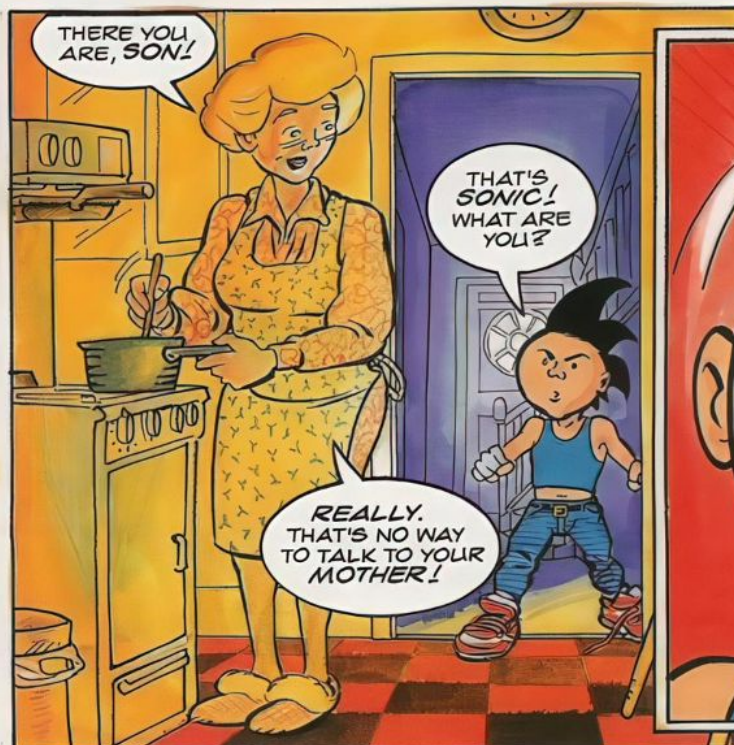
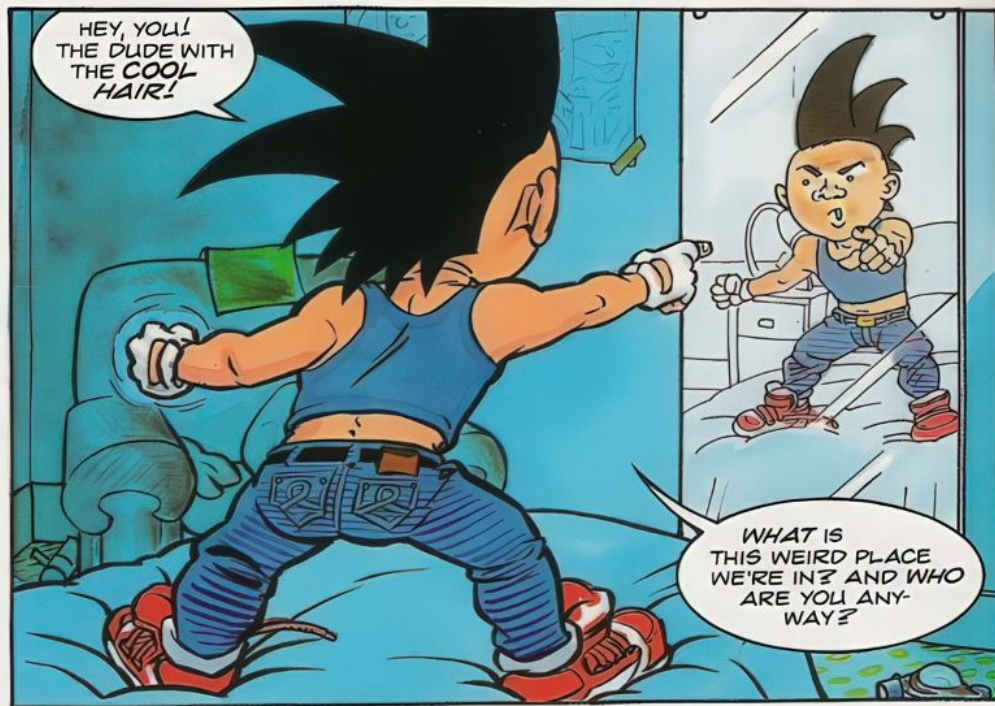
HUMAN!

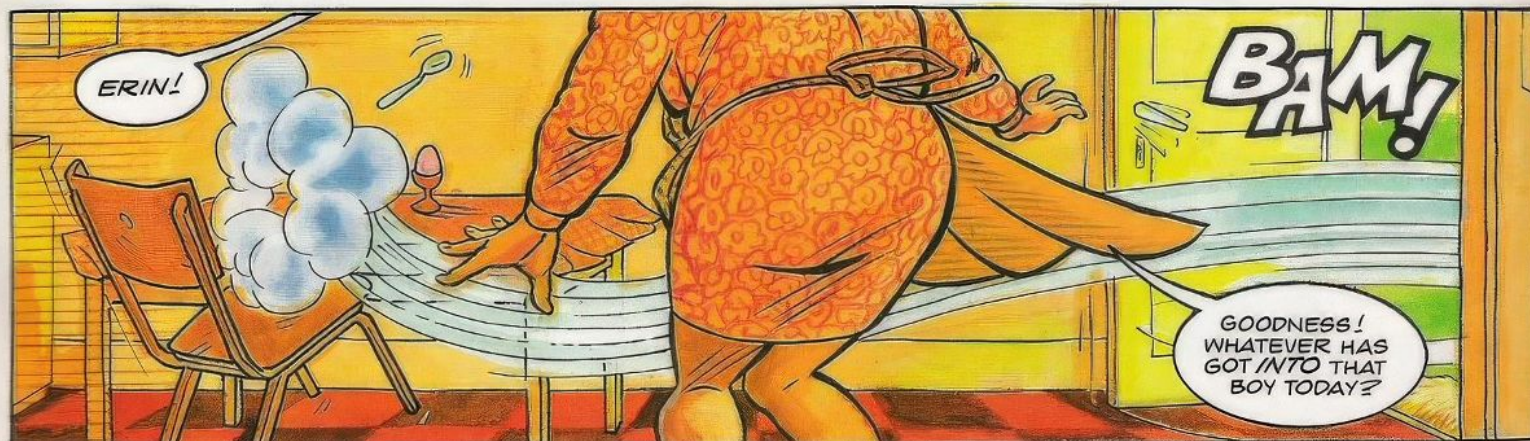
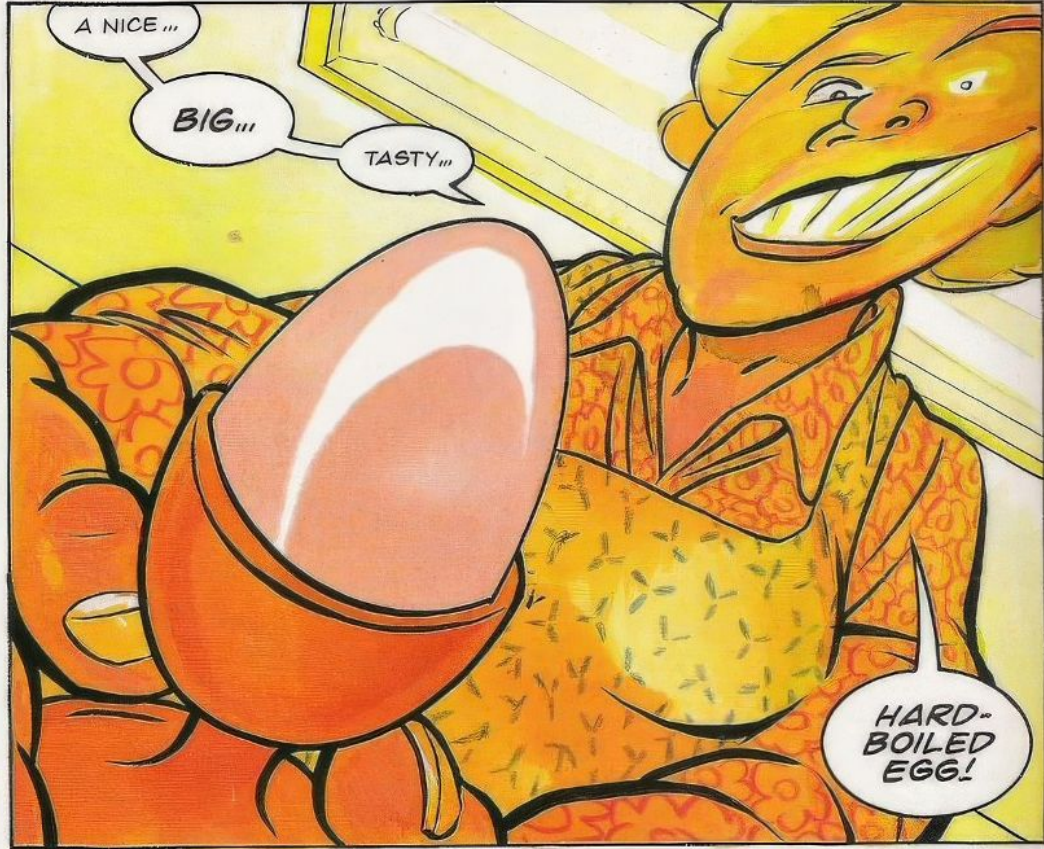
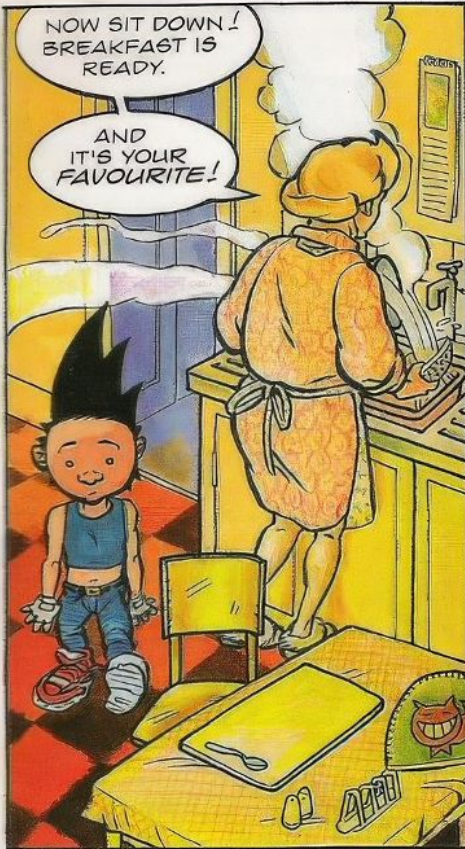


AAAAH!
WHOA! PHEW,
CRAZY
DREAM !!!

HUHH?

WHERE
ON MOBILUS
AM I?







I WAS TOO QUICK FOR HER.

I'M STILL THE BEST THERE IS!



THE EMERALD HILL ZONE!

NO, NO, IT'S NOT! I DON'T UNDERSTAND... WHAT ON MOBIUS IS GOING ON?

PERHAPS I'M NOT EVEN ON MOBIUS ANYMORE.

I MIGHT NEVER SEE MY FRIENDS AGAIN.

HELP ME!



A VOICE ... COMING FROM THE OTHER SIDE OF THE FENCE.

HEY, IS SOMEBODY THERE?

H...HELLO? I LIVE NEXT-DOOR. WILL YOU BE MY FRIEND?



PLEASE! YOU MUST HELP ME! I'M TRAPPED!

T-TAILS?



OH NO! TH... THEY'RE COMING FOR ME!

I CAN'T SEE ...

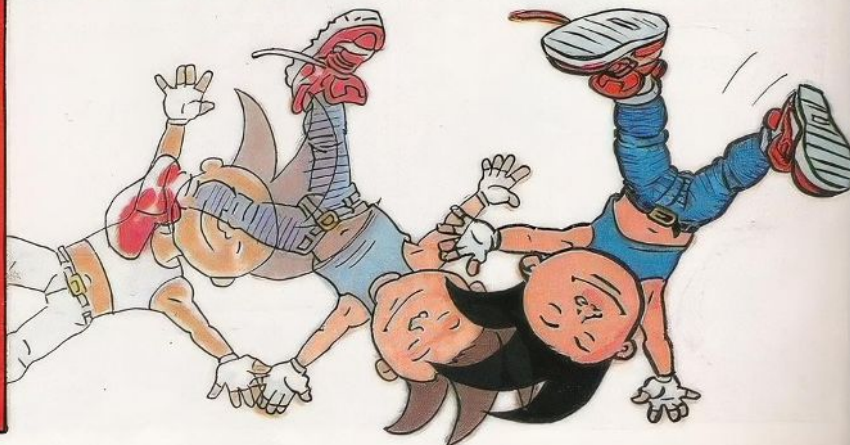
HEEELP!



HELP! AAH!

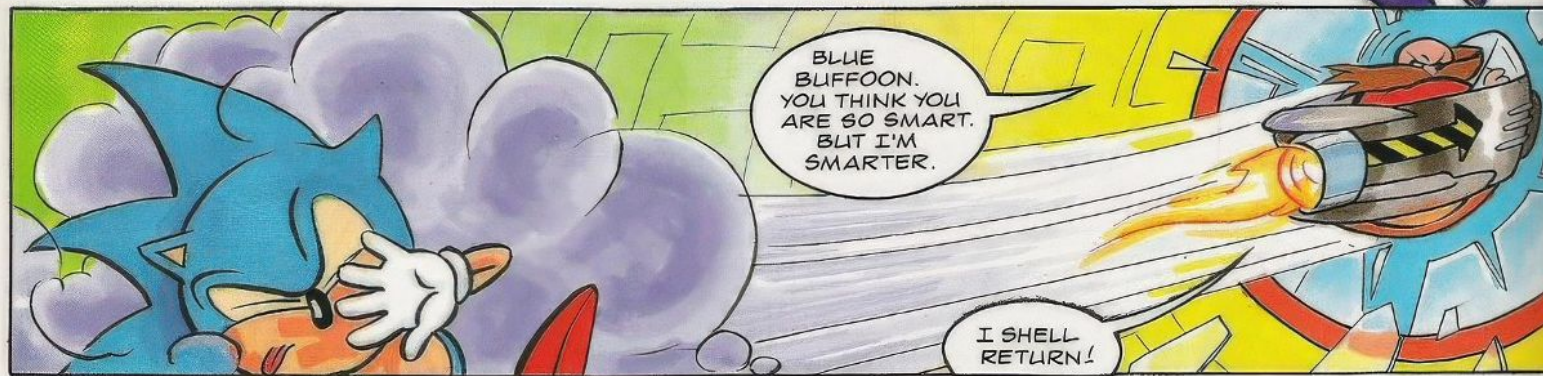
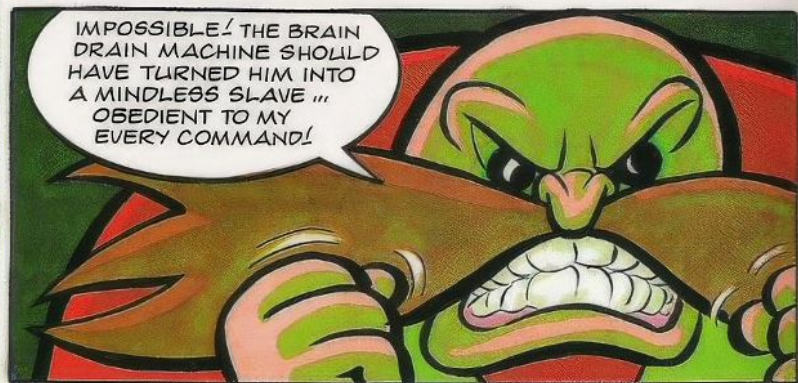
I'LL SAVE YOU. ONLY ONE THING FOR IT...

SUPERSONICSPINATTACK!!









NEXT ISSUE: CASINO NIGHTS!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega games systems.
STC REVIEWER THIS ISSUE:
Vincent Low.

ETERNAL CHAMPIONS

game type: ACTION
1-2 PLAYERS



Pack away those boring old *Street Fighter 2* carts and get ready for some serious fighting with Sega's big new release, **Eternal Champions**.

EC is the result of over a year and a half's work at Sega in the USA, where the production team set out to develop the definitive fighting game. Well, they have certainly produced the goods. The result is a massive 24-bit game with over 350 fighting moves to master!

You are able to select from nine different characters, each with 30 basic fighting moves (which vary in relation to your position to your opponent) and nine special moves. The fighters are the biggest ever seen on the Mega Drive, and there are a variety of modes you can play to practice and refine your skills. There is a straight contest mode for one or two players, a battle mode, and various training modes.

To get the most from this game a six button pad is advised as the move combos can get pretty heavy! Thankfully, there is battery back-up so you can take your time in mastering the complexities of all the moves.

The theme of the game revolves around the Eternal Champion, who summons the best fighters from the past, present and future, to save Earth. The nine different fighters are all fully developed characters with their own special fighting styles, detailed background histories and special end sequences, depending on if they win or lose a fight.

The aim of the game is to beat all your opponents and go on to fight the Eternal Champion himself at the end. If you beat him you become the new Eternal Champion.

Eternal Champions is no *SF* clone or arcade conversion. It has been developed specifically for the home video game market and offers a tremendous depth of characterisation and gameplay (not to mention a brilliant new comic series coming soon to STC! - Megadroid.)

Eternal Champions is expensive, but, unlike some games, you do get value for money. Don't miss it. - VL.



Mega Drive



Master System



Mega CD



Game Gear

STC Rating System

under 40% - Yawnville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

JOE MONTANA'S NFL FOOTBALL



game type:
ACTION
1 PLAYER

Joe Montana's NFL Football is the first sports game on the Mega CD that shows what the hardware is really capable of.

Joe Montana is a full blown American football sim. As controller, you get to choose all the plays and view them in 3D with the pitch scaling towards you as you run down it.

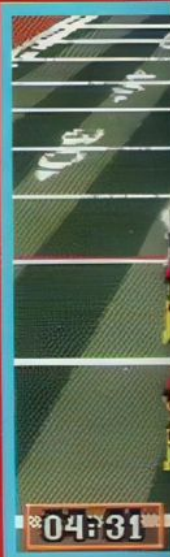
To help give the game a real quality feel, you can call up Joe Montana himself to get some real tips on the best moves to play.

If you choose to capture your moves in all their glory, then there is a replay option where you can watch from four different angles; even from Sega's exclusive Helmet Cam angle!

To maintain the interest level there are 28 NFL teams to play against in a full season with play-offs, and there's even a chance to go to the Superbowl.

You can select your all-time ten best teams from the likes of the '76 Raiders, '84 49'ers and '72 Dolphins.

The sound effects and speech from the Mega CD really do lift this game above any other sports sim you may have played before. The only real disappointment is that the play is quite slow. Fans of *Madden NFL Football* would probably find it frustrating. - VL.



FAST FAX

PUBLISHER PRICE
SEGA £59.99

GRAPHICS

85

SOUND

70

PLAYABILITY

85

RAVES : GRAVES

Great characters and a huge variety of moves.

Music could have been better.

OVERALL

85%

04:31

WONDER DOG



© 1992 VICTOR COMPANY OF JAPAN, LTD.

KORE

WONDERDOG

game type: PLATFORM
1 PLAYER



Wonderdog is, amazingly, a bit of a Mega CD 'oldie' as it first appeared on the Japanese Mega CD over a year ago. However, this is the first official UK release.

As controller, you play the role of Wonderdog,

trying to find your master; who just happens to be a young boy whose parents pet hate is dogs!

Your adventures take you across some weird and wonderful worlds with real cartoon-quality backdrops. You can run, leap, and even float in your quest, and there are plenty of goodies to collect in the shape of bones and gems(!).

The music is great and really helps keep the action humming along. You have an energy gauge which, if it hits zero, means you lose one of your three lives.

To help break up the play, certain locations can take you to a bonus round where you have to collect extra goodies. There is a boss to take out at the end of each zone (these vary from easy through to some real brain-teasers.)

The quality of presentation is what sets Wonderdog above your average romper and the CD music really makes it fun to play. You'd be barking mad to miss it. - VL

FAST FAX

PUBLISHER PRICE
SEGA £49.99

GRAPHICS

..... 75

SOUND

..... 70

PLAYABILITY

... 65

RAVES : GRAVES

Some great
scaling
effects.

Lacks
playability.

OVERALL

65%

FAST FAX

PUBLISHER PRICE
SEGA £49.99

GRAPHICS

..... 75

SOUND

..... 80

PLAYABILITY

..... 80

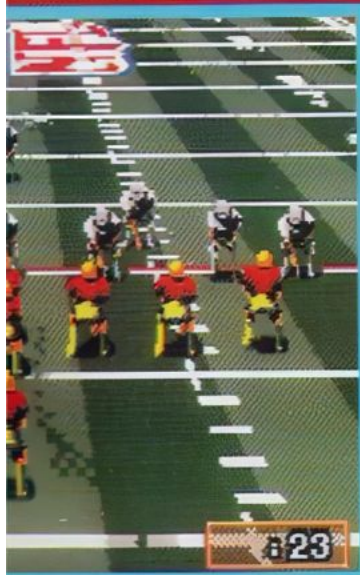
RAVES : GRAVES

Great music
and
playability.

Lacks
originality.

OVERALL

80%



REVIEW

DOCTOR ROBOTNIK'S MEAN BEAN MACHINE GAME

game type: PUZZLE
1-2 PLAYERS



That evil Doctor Robotnik is at it again - this time in his very own game!

Sonic's arch nemesis is determined to deprive the planet Mobius of the joys of laughter and singing. His latest scheme is a fiendish invention called the 'Mean Bean Steaming Machine' with which he plans to turn the inhabitants of Beantown (who just happen to be beans) into evil robots!

Doctor Robotnik's Mean Bean Machine is a puzzle, of the type seen previously in *Columns* and *Tetris*. You have to control the beans as they fall vertically down the screen. The beans vary in colour and it is possible to rotate them as they fall, in an attempt to match them up in rows of four or more. A clever twist is that you can send beans to an opponent's pile by getting various colour combos together.

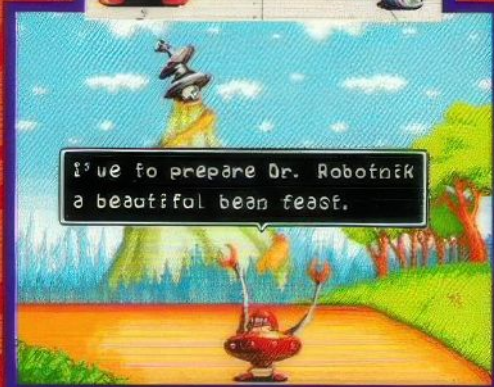
There are plenty of play options allowing you to configure the joystick, set difficulty levels, and choose the number of rounds. The game ends if the beans reach the top of the screen.

There are some really gorgeous interlude screens with Robotnik and his evil lackeys. The tunes are simple, but excellent playability and depth of the puzzle make this a winner. Even if you don't like puzzle games, give this a try and I dare you not to be hooked! - VL.



PRESS START BUTTON

©1995 COMPILÉ
©1995 SEGA



FAST FAX

PUBLISHER PRICE

SEGA £39.99

GRAPHICS

80

SOUND

85

PLAYABILITY

85

RAVES : GRAVES

Real brain
twisters.

Not for speed
freaks.

OVERALL

80%

The Winning Post!

**BUBSY BASEBALL-
COACH JACKETS
5 FREEBIE
WINNERS:**

Efe Atuba, Mitcham,
London.
Scott Blackwell,
Whitehaven, Cumbria.
Paul Daly, Newry, Co.
Down, N. Ireland.
Scott Lockhart,
Wythenshawe, Manchester.
Barry Ward, Falkirk,
Scotland.

**BUBSY 'HOMIE' CAPS
15 FREEBIE
WINNERS:**

Keith Coppin, King's Lynn,
Norfolk.
Michael Davis, Birchington, Kent.
A Gilliott, Barnsley, S.
Yorkshire.
Ben Knight, St Agnes, Cornwall.
D MacKenzie-Bell, Carlton,
Nottingham.
Jane MacMillan, Rhyl, Clwyd.
Mathew MacMillan, Rhyl,
Clwyd.
Ashraf Patel, Ilford, Essex.
Richard Parnowski, Plymouth,
Devon.
James Paterson, Partick, Glasgow.
Niall Sage, Belfast, N. Ireland.
Martin Smith, Rickmansworth,
Herts.
Lynsey Spence, Old Trafford,
Manchester.
Nathan Styles, Aylesbury, Bucks.
Jason Wheatley, Swindon,
Wilts.



All winners should have received their prizes by now. If not, drop a line to:
STC Compo Claims, Fleetway Editions Ltd.,
26-31 Tavistock Place, London, WC1H 9SU.

At last! The results of the **Bubsy the Bobcat** Jackets and Hats freebie offer, way back in STC 6. Eager Boomers sent their names and addresses in droves, in the hope of claiming one of these fantastic freebies courtesy of Accolade. Here's your chance to see if your name was pulled out from Tails' old exo-skeleton.

FOR THOSE WHO SWIM WITHIN THE
ENDLESS BLUE AS WELL AS THOSE
WHO STAND UPON THE DRY, BRIGHT
LANDS ABOVE, THE NAME **ATLANTIS**
MEANS THE SAME: MYSTERY, ANTIQUITY,
KNOWLEDGE LOST TO THE AGES...

FOR **ECCO** IT MEANS THE BEGINNING OF
THE END OF HIS QUEST, ANSWERS TO THE
RIDDLES POSED BY THE ALIEN **VORTEX**...

ECCO the Dolphin

Part 5



I HAVE SWUM
SO MANY LENGTHS
TO REACH THIS
PLACE...

...AND WITHIN THESE
ANCIENT WALLS OF ATLANTIS
AWAIT THOSE **JEWELS OF
KNOWING** THAT WILL SPEED
THE RETURN OF MY FELLOW
DOLPHINS!*



* - SEE STC NO.13.



GLYPHS! I AM ECCO!
I DESIRE TO KNOW ALL THAT
YOU MAY TELL ME OF THOSE
BEYONDERS WHO THREATEN
OUR SEAS!

DRAW NEARER AND
HEED WELL. WE HAVE
MUCH TO IMPART.



YOU HAVE HEARD HOW
THE ALIENS CAUSED OUR
MAKERS TO FLEE THIS PLACE
TO PREPARE A DEFENCE.
BACK IN THE DISTANT SWIRL
OF BYGONE TIDES, THEY SEEDED
YOUR RACE WITH THE ABILITIES
AND POTENTIAL TO ONE DAY
SIRE A DOLPHIN OF GREAT
POWERS, BOTH IN MIND
AND BODY...

KNOW THEN, ECCO.
THAT YOU ARE THAT
DOLPHIN! WITHIN
YOU RESTS ALL THAT
IS NEEDED TO DEFEAT
THE VORTEX. IF YOU
HAVE WILL ENOUGH!



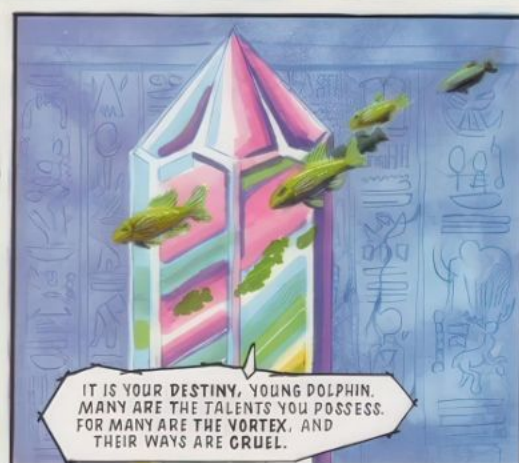
WILL? I'VE WILL
ENOUGH FOR A
THOUSAND DOLPHINS,
TO FIGHT UNTIL MY
VERY BODY BREAKS!



THEN WE SHALL
UNLOCK THOSE
SECRETS WITHIN
YOU... **NOW!**



BY THE GREAT TIDES!
WHAT HAVE YOU DONE?
I HEAR... AND SEE... AND
FEEL... SO MUCH! SURELY
MY BODY CAN SCARCELY
CONTAIN THIS POWER?



IT IS YOUR DESTINY, YOUNG DOLPHIN.
MANY ARE THE TALENTS YOU POSSESS.
FOR MANY ARE THE VORTEX. AND
THEIR WAYS ARE CRUEL.

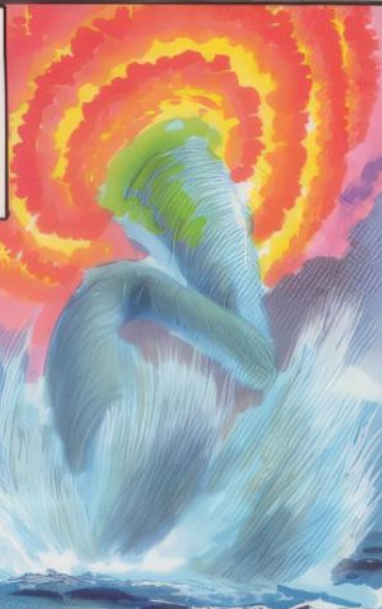
"THIS IS THE FACE
OF YOUR ENEMY.
YOU SHALL COME
TO KNOW IT WELL.



"THEIR AIM IS TO SUBJUGATE
ALL LIFE IN OUR SEAS TO
FEED THEIR ALIEN APPETITES,
FOR THEIR WORLD CAN DO
SO NO LONGER.



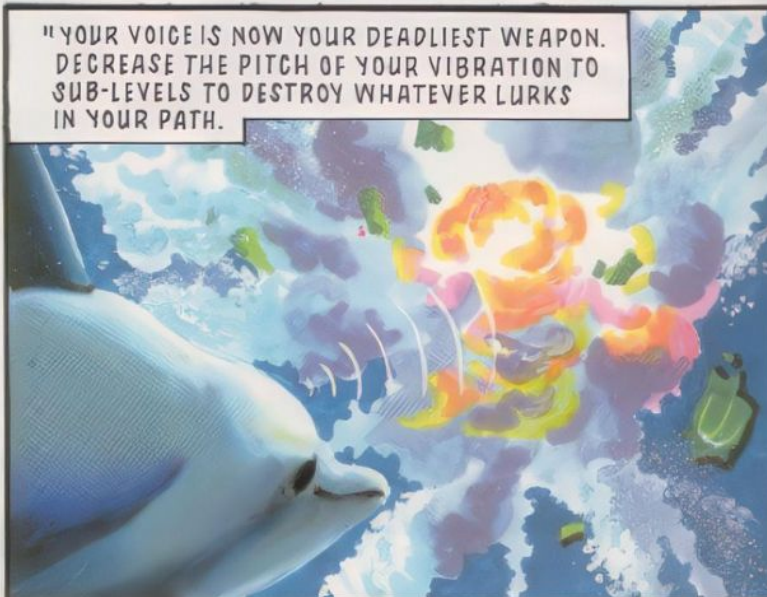
"THEY COLLECT YOUR FELLOWS
WITH THEIR INFERNAL
DEVICES AND HOLD THEM
UNTIL THEIR GATEWAY IS
ACTIVATED, TO BE
TRANSPORTED TO AN
EVIL FATE.



"THEY HAVE SECRETED THESE DEVICES
THROUGHOUT THE SEVEN SEAS.
YOU MUST FIND AND DESTROY THEM ALL
TO CONFOUND THE VORTEX. NOTE WELL
THESE LOCATIONS IF YOU WOULD FREE
YOUR FELLOWS AND FRUSTRATE THE
ALIENS' PLANS.



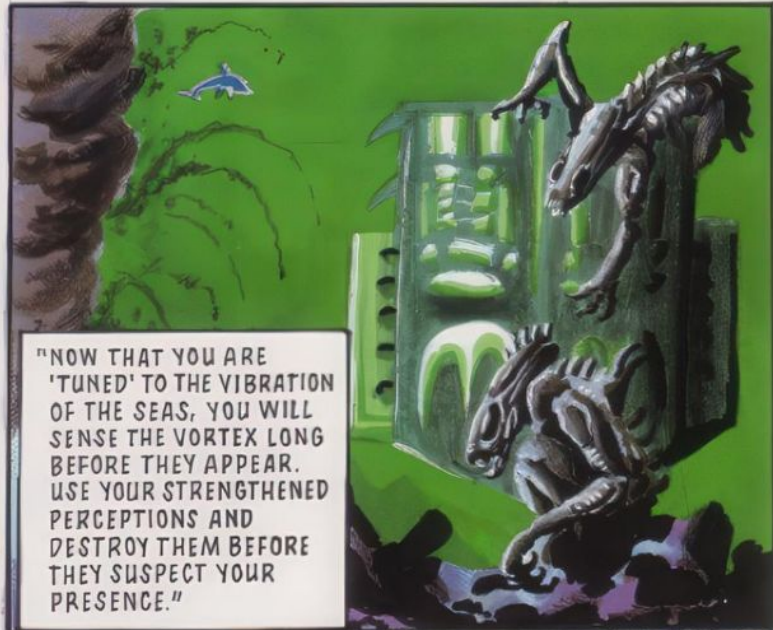
"YOUR VOICE IS NOW YOUR DEADLIEST WEAPON.
DECREASE THE PITCH OF YOUR VIBRATION TO
SUB-LEVELS TO DESTROY WHATEVER LURKS
IN YOUR PATH.



"INCREASE YOUR VIBRATION TO COMMUNICATE WITH OTHER DOLPHINS, THOUGH DIVIDED BY DISTANCES GREATER THAN THE EYE MAY SEE.



"NOW THAT YOU ARE 'TUNED' TO THE VIBRATION OF THE SEAS, YOU WILL SENSE THE VORTEX LONG BEFORE THEY APPEAR. USE YOUR STRENGTHENED PERCEPTIONS AND DESTROY THEM BEFORE THEY SUSPECT YOUR PRESENCE."



OUR MAKERS SUFFERED MUCH FOR THESE POWERS YOU NOW BEAR. SO GO FORTH, ECCO, FULFIL YOUR DESTINY.



GLYPHS, HEAR ME. WHEN NEXT I RETURN, I SHALL BRING TIDINGS OF THE ALIENS' DEFEAT! BY THE POWERS I POSSESS, I VOW...



THE VORTEX SHALL **FALL!**



NEXT: THE ASTERITE!

NEWS Zone

SONIC HITS THE ARCADES!

S.T.C.
EXCLUSIVE

Sonic goes coin-op in new game!

STC has learnt that, not content with being the biggest home video game star in the known universe, Sonic The Hedgehog is now invading the world of arcades.

Sonic The Coin-Op, as it is known, is an all-new Sonic game developed especially for the arcades. It features brilliant sound and graphics and is played on two giant TV screens.

Back in July last year, Sega demonstrated this game at the Consumer Electronics Show in Chicago (News Zone, STC 4) and, at the time, did not have a definite date for release. The first units of the arcade machine were installed in London's Hamley's toy store and a few other select sites last month.

Sonic The Coin-Op looks stunning and runs on Sega's *Megalo 50* arcade system. This is a one or two-screen machine with each screen measuring up to 130cm!

The controls are quite simple. You pump buttons to get Sonic leaping, and use a trackball to move him around the tricky worlds you encounter. You can play solo or with a friend (who sits next to you and plays on the other giant screen).

Sonic is not alone in his newest adventure. He has a new buddy called Ray who looks very cuddly and can run fast, although not as fast as Sonic. No word as yet on exactly what kind of creature Ray is.

The game starts with Doctor Robotnik scanning a map of his world. There are five sections to it and Sonic has to successfully battle his way through each to face Robotnik in the final encounter.

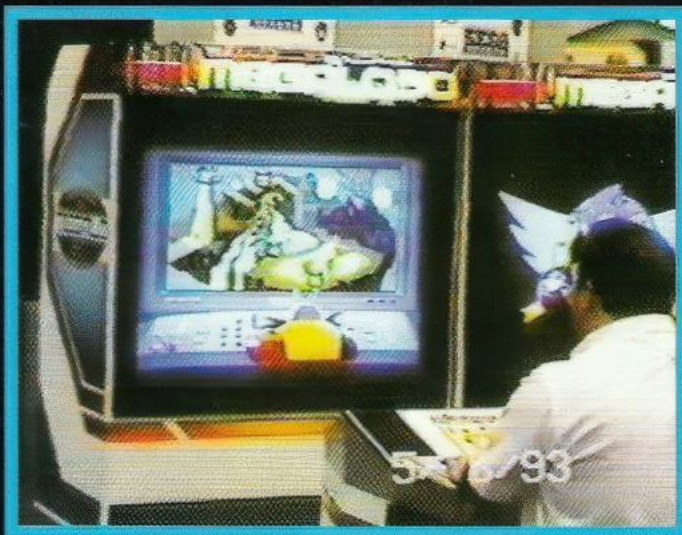
To keep you on your toes, there are solid gold rings to collect and these are usually hidden around the play area. However, you practically have to ram everything you can find in order to obtain the rings.

In level five, the Ice World, Sonic has to dash around on very slippery ground. He has to avoid spikes which shoot up from under him, slip-slide around ice blocks which pop out from walls, dodge huge pillars which drop from the ceiling, and climb onto overhead ladders which could potentially collapse and leave him hanging around!

If Ray is caught by a trap he turns into an 'angel' and slowly floats upwards on the screen, only to reappear (lives permitting) further down the course.

The real thrill and joy of playing **Sonic The Coin-Op** comes from the incredibly fast action, together with the great trackball controller which allows you to get around very quickly.

Keep an eye on your local arcade for the new Sonic game.



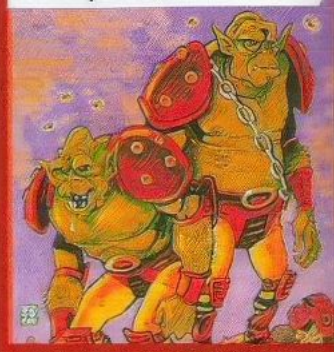
*These exclusive screen shots of **Sonic The Coin-Op** come from a special demo video that STC was given access to. As such they are not up to our usual high standards but give a good idea of how this sensational new arcade game looks.*



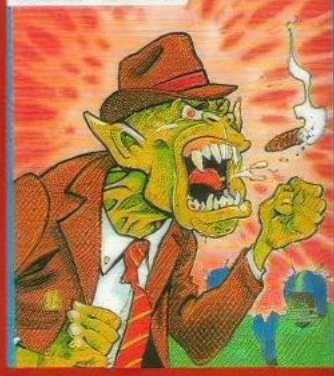
REGGIE FRIGHT



THE PUKES OF BIO-HAZARD:
Mo and Spew Puke



COACH BRICKA



*Artist's Impressions of just some of the merry **Mutant Leaguers**, first seen in **Mutant League Football**, now starring in EA's **Mutant League Hockey**.*

MORE MUTANT MAYHEM

This month sees the release from Electronic Arts of **Mutant League Hockey** on the Sega Mega Drive, the follow-up to last year's successful *Mutant League Football* game. Produced on a 16 Meg cartridge, **Mutant League Hockey** promises to be the coolest, whackiest, most hilarious hockey game yet, and all for the price of £44.99.

The game features 23 seriously weird teams from two conferences. Cunningly concealed within the teams' home grounds are booby traps and gruesome pitfalls such as ice picks and sharks, although the biggest frighteners are probably the home supporters who are notoriously offensive to visiting teams.

Making an 'unwelcome' return to the *Mutant League* are characters like the ferociously fiery Coach Bricka of the *Midway Monsters*, Reggie Fright of the *Screaming Evils*, and Mo and Spew Puke (otherwise known as the Pukes of Bio-Hazard) of the *Terminator Trolz*.

Mutant League Hockey also possesses an instant replay feature offering a double-whammy-feast of total havoc wreaked; thankfully, all carnage is swept up at the end of each session. Fortunately, the destruction level can be controlled by altering the Death Index. Sounds spooky.

NEW YEAR NEWCOMERS

Once again STC brings you a guide to the new games coming out for your Sega system this month. Please remember that this data is as correct as we can make it as of going to press, but is subject to last-minute changes. Check with your local supplier before you buy.

JANUARY RELEASES



MEGA DRIVE

Doctor Robotnik's Mean Bean Machine (Sega)
Toe Jam & Earl 2 (Sega)
Greatest Heavyweights (Sega)
Body Count (Sega)
Eternal Champions (Sega)
Young Indiana Jones (Sega)
Dragon's Revenge (Tengen)
F117 - Night Storm (EA)
Gunship (US Gold)



MEGA CD

Indiana Jones (Sega)
Joe Montana Football (Sega)
Wonderdog (Sega)
Dune (Virgin)
Another World (Virgin)



MASTER SYSTEM

Ecco The Dolphin (Sega)
Buggy Run (Sega)
Streets of Rage 2 (Sega)
Donald Duck 2 (Sega)
Masters of Combat (Sega)
Zool (Gremlin)
Desert Strike (Domark)
Road Rash (US Gold)
Fire & Ice (Virgin)



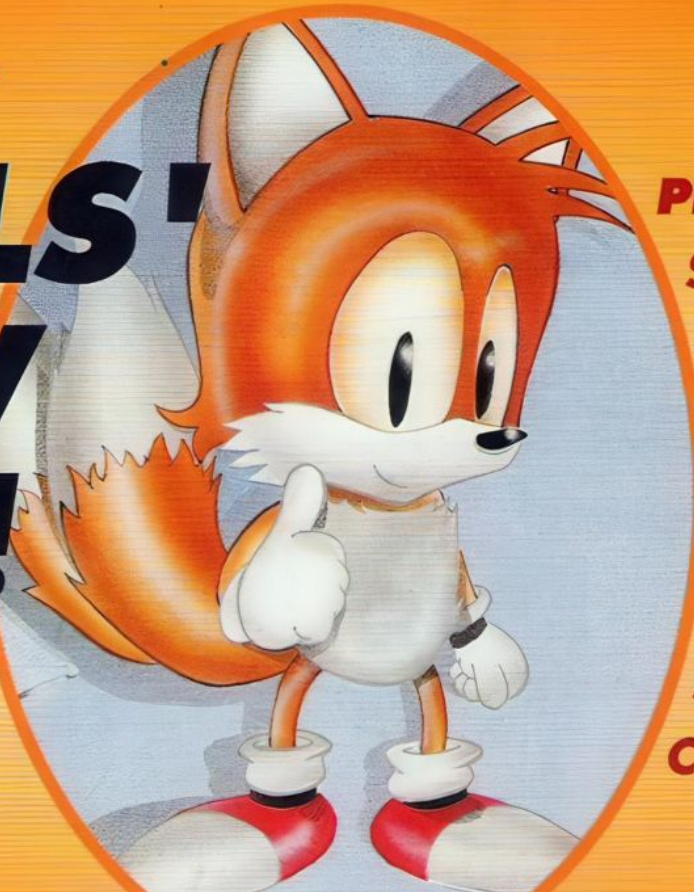
GAME GEAR

Donald Duck 2 (Sega)
Asterix: Secret Mission (Sega)
Zool (Gremlin)
Desert Strike (Domark)
Road Rash (US Gold)
Fire & Ice (Virgin)
James Bond 007 (Domark)
F1 (Domark)

NEXT ISSUE...

TAILS' NEW TALE!

The 'Hero of
Mobius' enters
The Land Beyond!



PLUS!
**SONIC HITS THE
CASINO!**
**ECCO and
GOLDEN AXE!**
**THE
SHATTERING
CLIMAXES!**

Sonic The Comic issue 18
On sale: Saturday 22nd January £1.10



The Legend of the GOLDEN AXE



Plague of Serpents Part 5

GILIUS-THUNDERHEAD HAS FOUND THE DWARF QUEEN SILPANTIA-DRAGONTAMER BEING HELD PRISONER BY THE HIGH PRIEST COBRAXIS.

STAND BACK
YOUR ROYALNESS.
THIS COULD GET
MESSY.

YOU DON'T
WANT SNAKE JUICE
ALL OVER YOU.

GILIUS!
AM I PLEASED
TO SEE YOU! HOW'D
YOU GET HERE?

GILIUS-THUNDERHEAD'S SISTER,
YUKI-PLANTCHARMER IS
ALSO BEING HELD BY COBRAXIS.

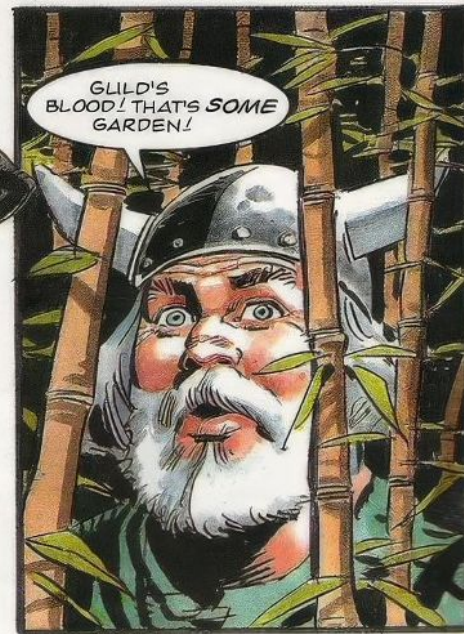
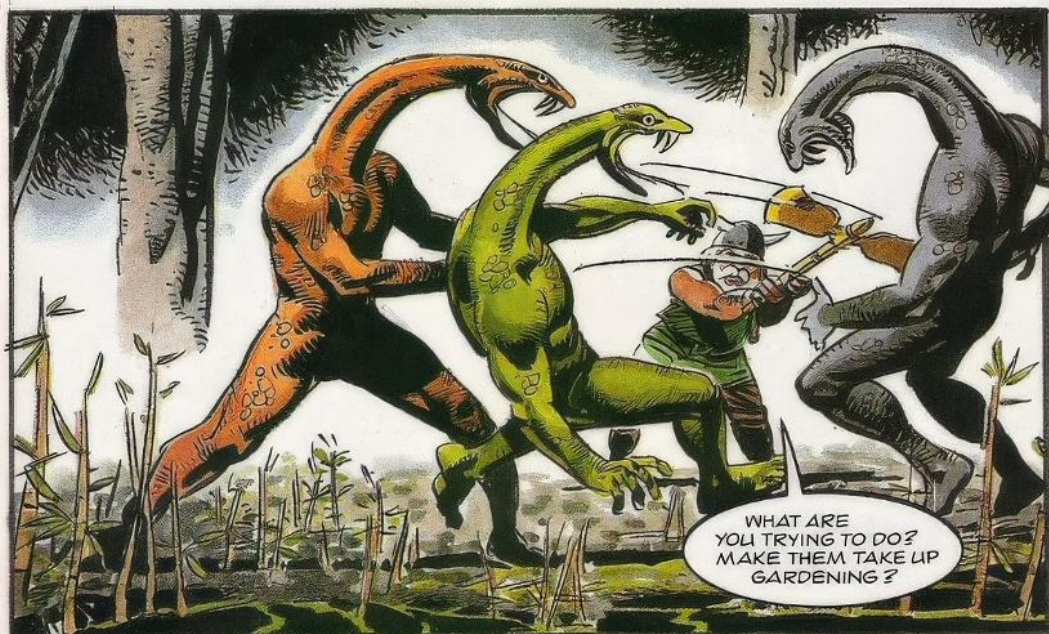
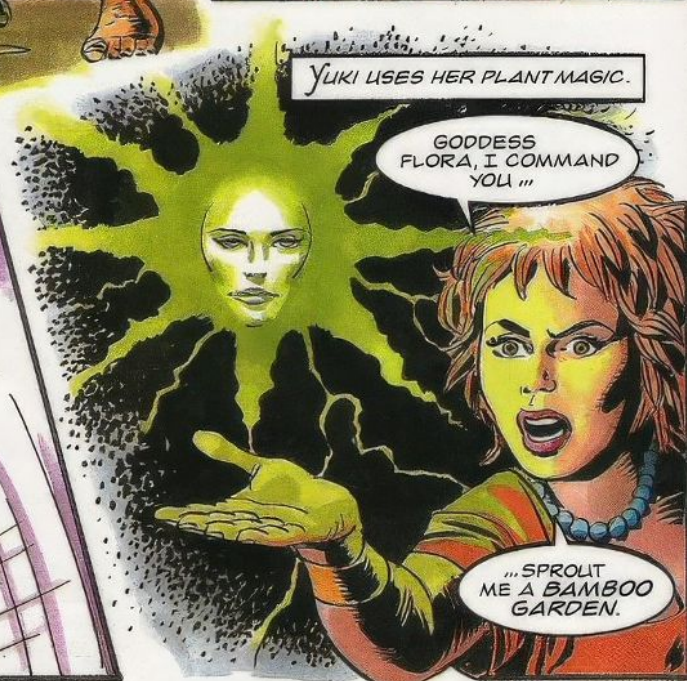
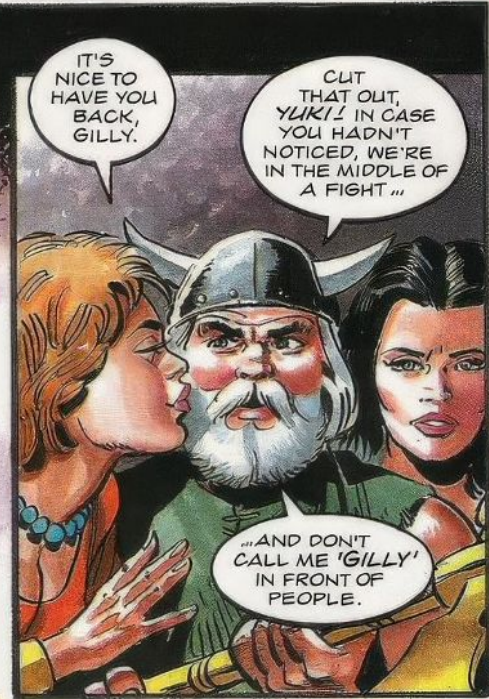
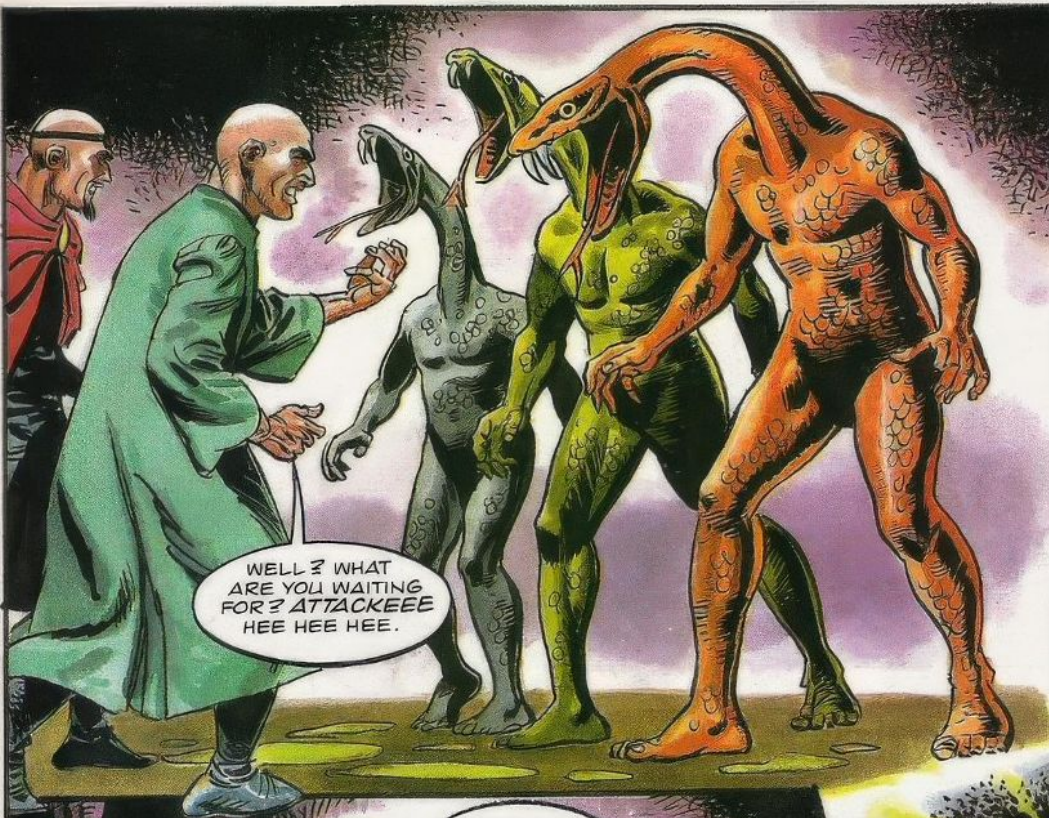
YOU'RE ALIVE!
I THOUGHT YOU'D FALLEN
TO YOUR DEATH! *

* SEE LAST EPISODE -
MEGADROID.

A CURSE
ON ALL DWARVES!
I'LL FIND THEIR
HORDE OF MAGIC
METAL WITHOUT
THE LITTLE
QUEEN'S
HELP.

WRONG
AS USUAL,
SISTER! NOW
HOLD ON.

CAGE SNAKES.
COBRAXIS COMMANDS
YOU. CRUSH THE
QUEEN!

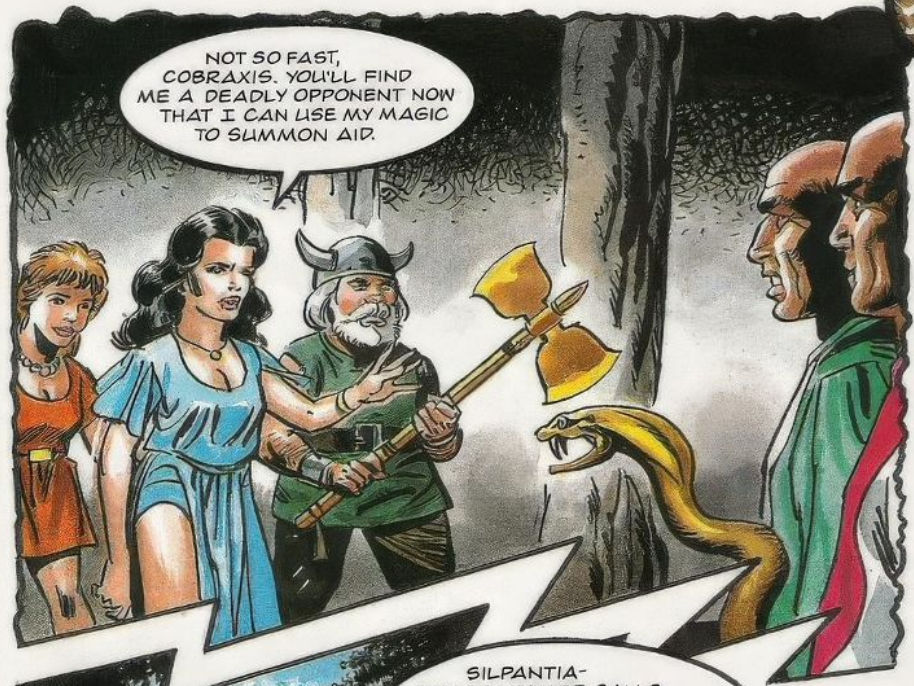




REMINDE
ME NOT TO
GET YUKI
ANGRY!



I'VE TOYED
WITH YOU LONG
ENOUGH. NOW I'M
GOING TO SLICE YOU,
DICE YOU AND FEED
YOU TO MY SNAKES—
YUMMY YUMMY
HEE HEE.



NOT SO FAST,
COBRAXIS. YOU'LL FIND
ME A DEADLY OPPONENT NOW
THAT I CAN USE MY MAGIC
TO SUMMON AIR.

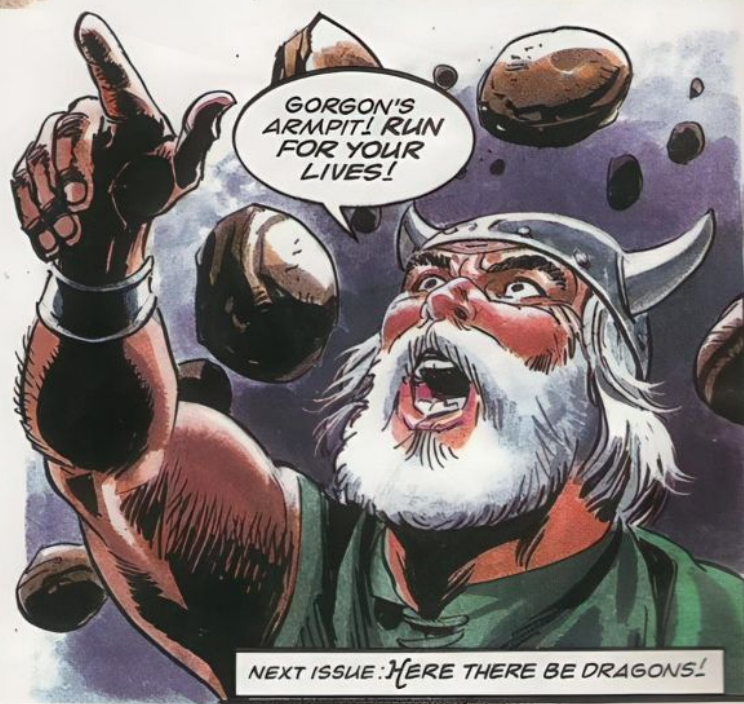


ELDER DRAGONS,
ANCIENT JABBERWOKS,
LORDS OF THE BIZARRIANS,
HEAR MY VOICE AND SEND
FORTH MY SUMMONING.



SILPANTIA-
DRAGONTAMER CALLS
TO THE DRAGON FLIGHT OF
THE MOURNING MOUNTAINS.
COME TO ME WITH ALL SPEED
AND DESTROY MY
ENEMIES.

D-DRAGONS?



Q Zone

Q & A Special

Welcome to the first Q Zone Special of 1994. STC's Game Guru, David Gibbon has been dragged from underneath the mistletoe to once again answer your Q Zone queries.

Mega CD

MCD

THE REVENGE OF SHINOBI

Q. I am having great problems with **The Revenge of Shinobi** on the Mega-CD. Please give me a cheat for this game.

Jacqui Barnd, Middlesbrough, Cleveland.

A. I have found a cheat that gives infinite shurikens, Jacqui. I hope it helps you:

Select 00 shurikens at the start, then wait for the two zeros to merge into an infinity symbol. Vast amounts of shurikens are now yours for the taking.



Level Passwords

1WZ4 JHO 289Y 5BX
(Lizard Man) NFKU
1EO 403P X88
(Lizard Man) 2CKF
3L4 894Z A5F
(Mouse Man) 2CKF
3MO 8GEU U7J
(Mouse Man) YF3U
5DW CR1A ED7
(Mouse Man) 2CKF
KKO 8RGP V9J
(Piranha Man) LIZ4
G14 ER2N 4E4
(Mouse Man) 84FD

5M4 B9PB 86N (Lion Man) YF3V 5CO CRVF NC9 (Mouse Man) ZP3K N4L DA1F
TV7 (Hawk Man) 2CKF 7PL 8T4J 27A (Mouse Man).



ASTERIX

Q. How do you get an extra life or other cheats on the Master System version of **Asterix**?

Matthew Richmond, Homcastle, Lincs.

A. Sorry, Matthew, but no cheats have been found for **Asterix** as yet. However, you might be interested in a secret room that I have found:

On round 1-1, travel down the first chimney, but don't jump off the platform. When it falls, walk right and you will go through a wall into a secret room.



Master System

MS

WONDERBOY 3: THE DRAGON'S TRAP

Q. I would like some help with the game **Wonderboy 3: The Dragon's Trap** for my Sega Master System. I need the password to turn Wonderboy into a Hawk, and I need to know how to get the last sword.

Dean Fraser, Edinburgh, Scotland.

A. Well, Dean, I have some rather nifty cheats and passwords to help you complete the game:

To begin with all of the legendary weapons, enter this password: 9JC5 YHX
XN4U HT2.

If spaces are entered as the password, you'll start the game with all available weapons, armour and stones. If you die wearing Hades armour, you'll be resurrected.

To gain infinite weapons, enter WEST ONE 0000 000. This will give you an endless supply of thunderflashes, fireballs, arrows and whirlwinds.

For infinite hearts, enter the WEST ONE 0000 000 password. Wonderboy will now appear in the village. Go to the door under the shop and a question mark will appear. Pick it up, then jump up to obtain the orange disk that turns you into Hawkman. Exit the room and select the Crystal, Sword, Heavenly Shield and Hades Armour.

Mega Drive



GREENDOG

Q. Do you know any cheats for **Greendog** on the Mega Drive, such as a level select?

Christopher Gallagher, Queen's Park, Glasgow,
and **Jamie Crook, Bovey Tracy, Devon.**

A. Just for you, Christopher and Jamie, here is a cheat which will give you both infinite lives:

On the Cavern Stage, level 1, jump over the spikes and go onto the floating stone. Then, jump on the next stone, kill any frogs and keep on jumping left.

Fire your frisbee into the mouth of the dragon to reveal a secret room. Enter, and keep jumping over the gaps until you reach a spring which will catapult you on top of a hidden treasure chest. Blast it.



A continue will now be revealed. Next, 'kill' Greendog and keep returning to the same spot until you have enough continues to finish the game.



JAMES POND 2

Q. I've heard there is a secret door at the top of the castle in **James Pond 2** on the Mega Drive. Please tell me how to reach it.
Andrew O'Conner, Belfast, Northern Ireland.

A. Well Andrew, after playing the game for countless hours, I have discovered the answer to your question. Read on!

There are actually two secret rooms. First, carry out the invincibility cheat by collecting the following objects in this order: Cake, Hammer, Earth, Apple, Tap. Now, off you go to the level featuring a bath with lots of bubbles i.e. the bathtub level. When you return to the blue castle, make your way to the far right of the building. Here, you will see two gold statues together with the first secret room below them. Jump on the statues, which will begin to rise. Stay on them until they reach the top, then leap across the gap to reach the door and collect all the secret bonus points.

EX-MUTANTS

Q. I am having real trouble getting anywhere in **Ex-Mutants** on the Mega Drive. Have you any cheats? It would make me the happiest Boomer ever!

Steven Thomson, Goring-by-Sea, West Sussex.

A. I see you're picking up Sonic's language 'Boomer' Steven. The following information will bring on a cheat screen giving you access to loads of goodies:

Set the music to 05 and the FX to 21 on the options screen. Go to Exit, then hold down A, B and C. Now, while they are being held down press Start.

Game Gear



SPIDER-MAN

Q. Could you please give me a cheat for **Spider-Man** on the Game Gear? I would be forever grateful.

Barry Devine, Chapelhall, Airdale.

A. I'm afraid there are no cheats available as yet, Barry. However, I have something even better than a cheat for **Spider-Man**... a free game! Try this:

Plug in your cartridge, go to the Electro Power Plant, then collect a key. Now, drop down the left side of the screen, and you'll see an on-screen Game Gear appear. When you're next inside Peter Parker's room, press A to enter a free Pac-Man style game!

SONIC 2

Q. I am seriously stuck on the 8-bit version of **Sonic 2**, i.e. Game Gear/Master System. Please tell me where each of the emeralds can be found.

Lynn Woodford, Gosport, Hants,
and **Richard Johnson, Warwick, Warwickshire.**

A. I have received stacks of letters from Boomers unable to find the emeralds on both the Master System and Game Gear. As both versions of the game are almost identical, I have listed below tips for users of both machines.

Six emeralds can be found on these versions of **Sonic 2**. The first five are on the second Act of each stage.

Emerald 1: This one can be located at the far top righthand corner of the level.

Emerald 2: One of the hardest to locate as it's concealed high in the clouds. The trick is to work out by trial and error which clouds can be jumped on and which can't. The emerald is located at the righthand side of the level again.

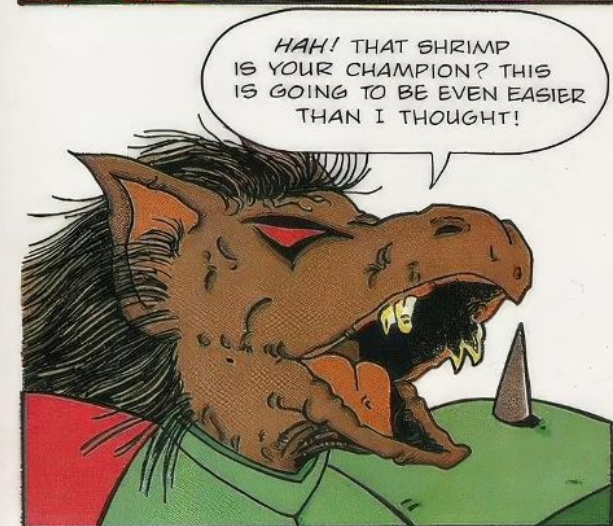
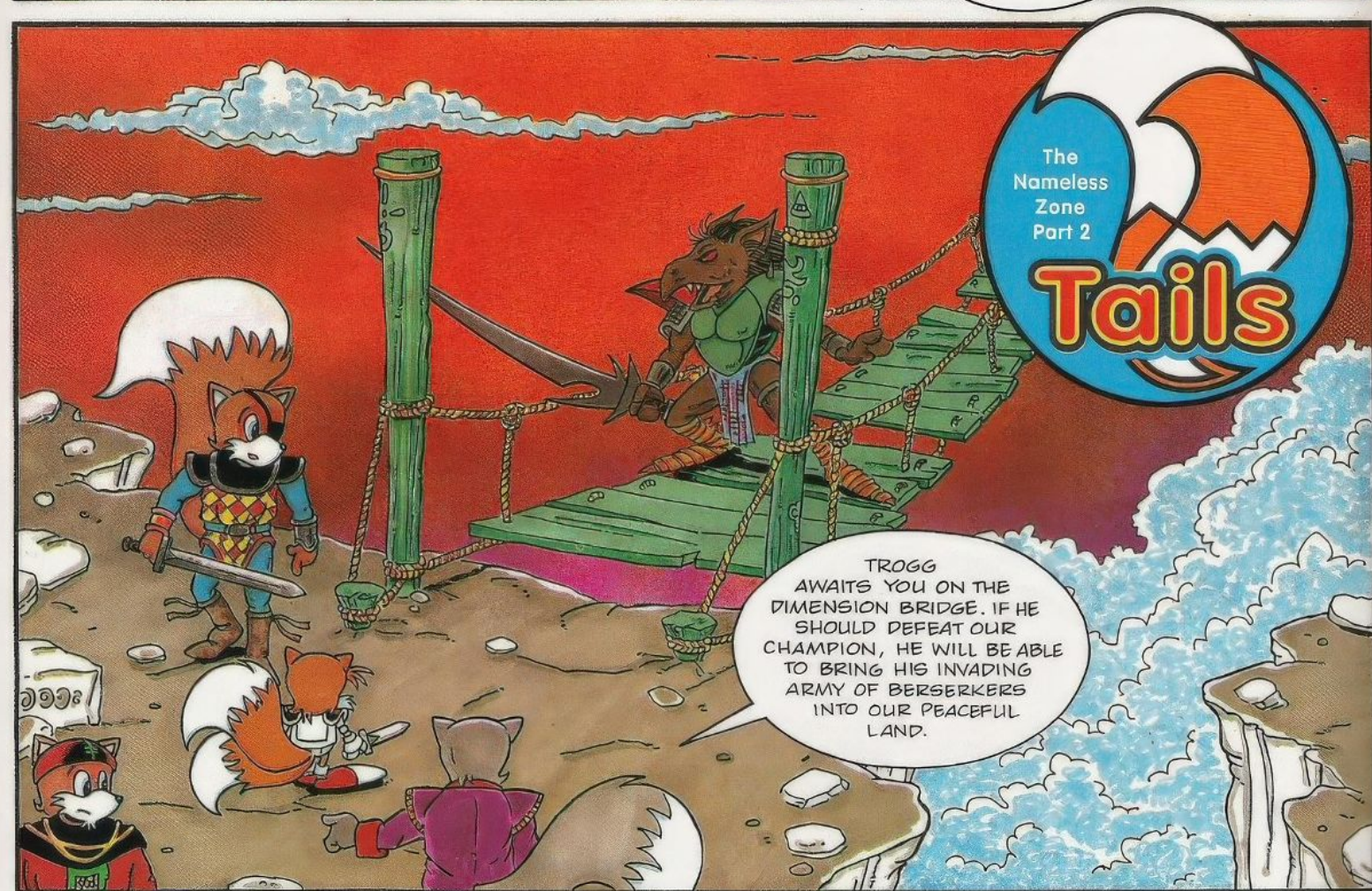
Emerald 3: When you have entered the maze, turn left. Continue left throughout the maze, and you'll eventually enter a room containing the Chaos Emerald.

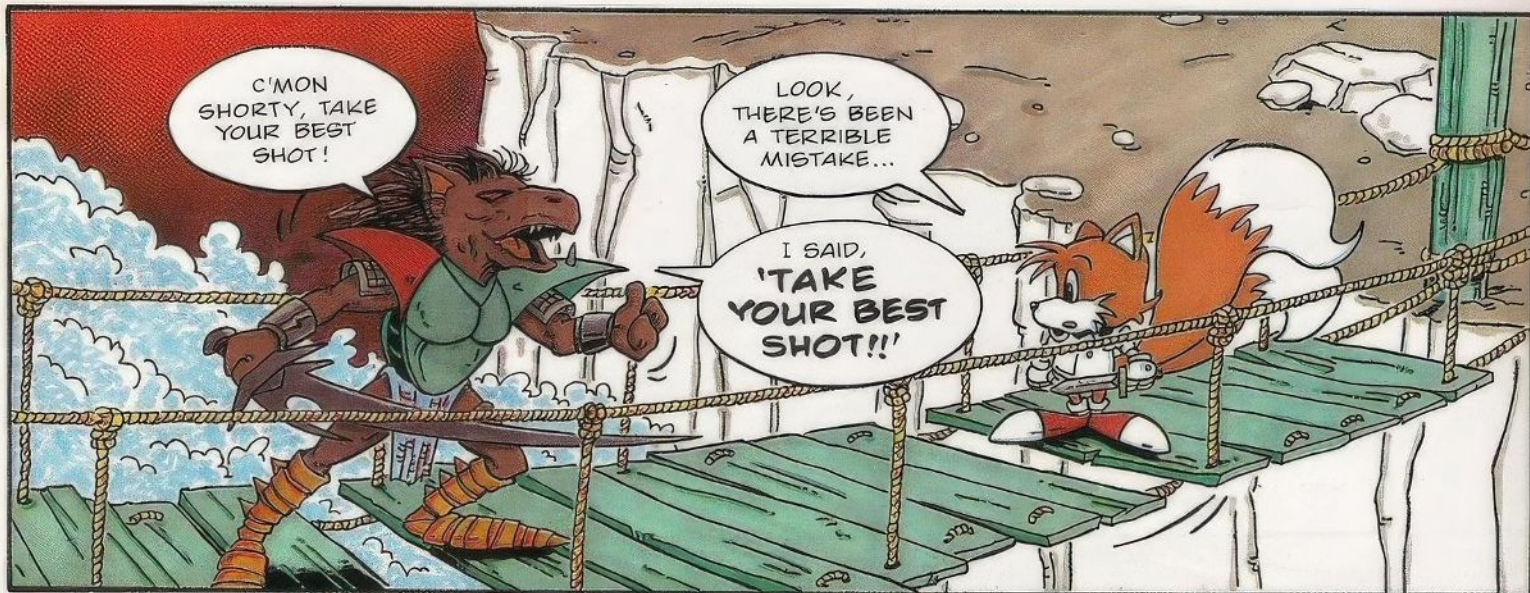
Emerald 4: Go right until you reach two consecutive springs. Jump on each one to gain enough height to land on the tower (located right of the springs), and pick up the emerald.

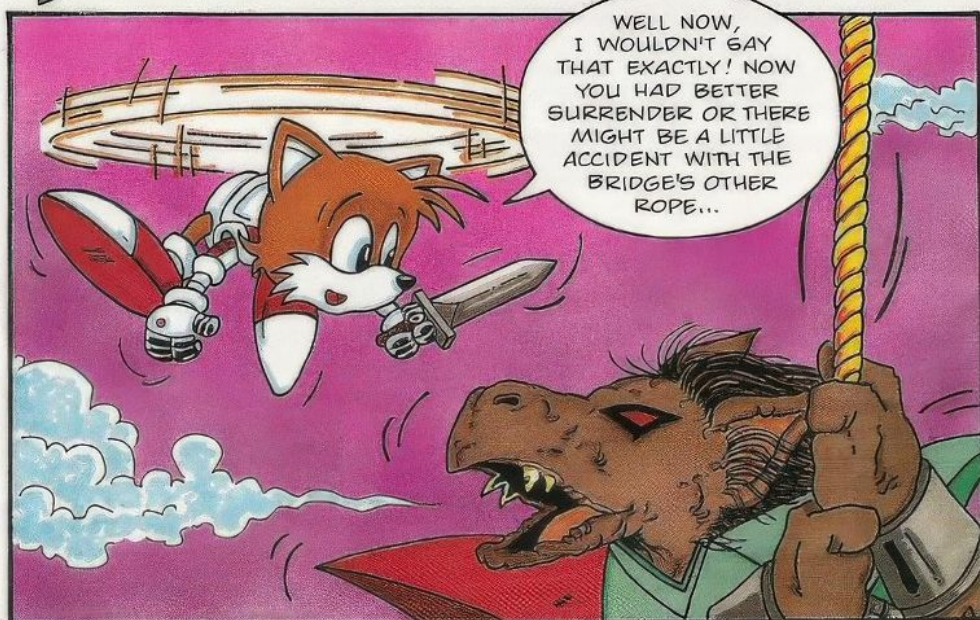
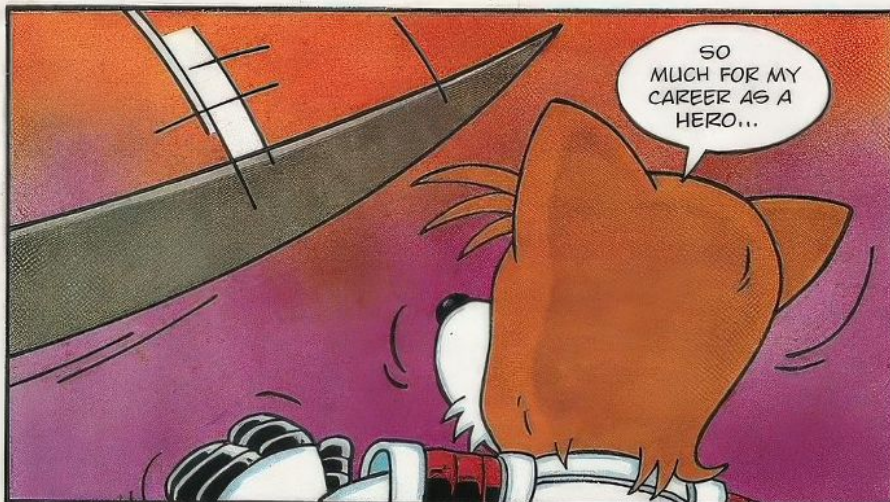
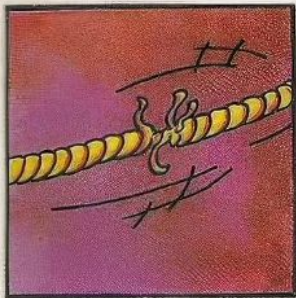
Emerald 5: Go over the conveyor belts and up the slope. Just before you reach the top, jump left into the wall. You should now be in a secret room. Turn left, up and right to reach the jewel. You will also discover a couple of extra lives along the way.

Emerald 6: Defeat the evil Silver Sonic to collect the final emerald, then it's on to the ultimate confrontation with Doctor Robotnik.

P-l-e-a-s-e, please, no more letters concerning the emeralds on **Sonic 2**, or cheats for that matter. If you do want them, you should be able to purchase the relevant back issues which contain the cheats.









SPEEDLINES



Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Git a Life

Dear STC,

I think your comic has got the disease M.E. (Mega Excellent!). Part of the reason behind this is that for a start, there is no swearing. I used to get Gamesmaster but they can't stop using the word 'git'. All I can say is, 'up with Sonic the Comic!' Martin McKinstry, Clarkston, Glasgow. MD Owner. Sonic Water Fun Game Winner.

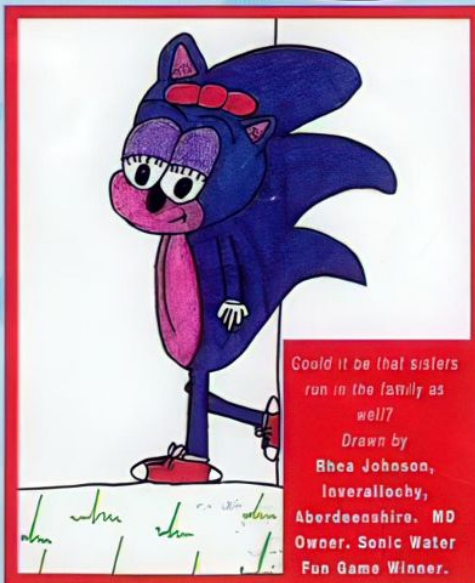
Yates Complaints

Dear STC,

I think Sega prices are way too high and think something should be done. All I wanted for Christmas was a Mega Drive 2 but was worried that, due to the high cost, it would take about six months to save for one game. At that rate I would only be able to afford two per year! Can you sort Sega out?

Jonathan Yates, Devizes, Wilts. MD Owner. Sonic Water Fun Game Winner.

Although STC is the official Sega comic, Jonathan, we have no say concerning the cost of games. Do any other Boomers also have these problems? Write and let us know.



Could it be that sisters run in the family as well?
Drawn by
Bhea Johnson,
Inverallochy,
Aberdeenshire. MD
Owner. Sonic Water
Fun Game Winner.



Problem with those games mags, Martin, is that there's so many of them they have to do something to get noticed! STC is one of a kind and so much more 'refined'!

Definition Alert

Dear STC,

What does 'Pixel Brain' mean? I can't find it in the dictionary.

Amy Brooks, Cardiff, S. Wales. Sonic Water Fun Game Winner.



Pixels are the small dots used to make up the image on a computer screen, Amy. Since you don't have access to the Mobius version of the dictionary, no wonder you didn't find it.

GG Fix-Up

Dear STC,

I need some advice as I have a major problem with my Game Gear - it won't work. I know what's wrong with it but I don't know where I can get it fixed. Could you please help?

Matthew Carter, Old Farnley, Leeds. GG Owner. Sonic Water Fun Game Winner.



Take your Game Gear back to the retailer, Matthow, and they should forward it onto the Customer Service Department.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of megacious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



Downhill racer by
Daniel Gibson,
Alsager, Stoke-
on-Trent. MS
Owner. Sonic
Water Fun
Game Winner.